

D&D Fight Club

Chuladoal

Fiendish Gravetouched Ghoul Swarm-Shifter Troll
By Robert Wiese



Welcome to the new *Fight Club*! At last, the column that provides complex opponents -- or occasionally allies -- at various challenge ratings is back. All you have to do is choose the right CR and drop it into your game. So if you're looking for a foe that's just a little different, this column is for you!

Design Notes

This month's installment details Chuladoal, the fiendish gravetouched ghoulish swarm-shifter troll. When I began working on this creature, I thought that so many templates would raise the CR without necessarily raising the creature's ability to withstand damage, and that too many templates would result in a weaker creature. What I learned is that the right templates work well together, no matter how many you use. When adding templates to a creature, however, it's best to watch the CR in relation to the Hit Dice as the creature evolves.

Chuladoal, the Fiendish Gravetouched Ghoul Swarm-Shifter Troll

Chuladoal always was an outcast from his people, albeit a powerful one who commanded respect. His status is especially clear in his pyro-troll version, since a four-headed troll pretty much rules the roost if he wants to. And he did, for a while -- until he was killed by adventurers. Too much flesh-eating in life resulted in his transformation to a gravetouched ghoul after death. But who knows why he can change into a swarm of flies? Even he doesn't, and it would be very hard to get him to answer that question.



Combat

Chuladoal always loved to fight, and that fact that was one of the primary reasons for his demise. Now, as an undead creature, he loves combat even more. Because his undead state has magnified his troll abilities and made him nearly invulnerable, he rushes headlong into battle with reckless abandon. Chuladoal fights much better when he can either make full attacks on a single creature, or make single claw attacks and rend one opponent while biting (or breathing fire at) another.

If he thinks he's in danger, Chuladoal assumes swarm form and escapes. Sometimes he lurks in a swamp in swarm form, waiting for unsuspecting prey to pass, then returns to his troll-ghoul form to attack. He never fights in swarm form; he uses it only to move around, hide, or escape.

Chuladoal (6th Level)

As a troll, Chuladoal takes real damage from fire and acid only; all other damage is treated as nonlethal damage. As an undead creature, however, he is not subject to nonlethal damage, so he takes no damage at all from any attack that does not involve fire or acid -- including spells that deal hit point damage, such as *magic missile*, *cure* spells (positive energy damage), and even *disintegrate*. Thus, he does not worry about being hit in combat. Furthermore, his undead state renders him immune to a lot of nondamaging spells, including *charm monster* and illusions, that could bring about his destruction in other ways.

In this version, Chuladoal has fire and acid resistance, so his only vulnerabilities are to clerical turning and to fire and acid damage in excess of his resistance.

Chuladoal CR 8

Male Fiendish Gravetouched Ghoul Swarm-Shifter Troll (Troll Form)

CE Large undead (augmented giant, extraplanar, shapechanger)

Init +6; **Senses** darkvision 90 ft., low-light vision, scent; Listen +13, Spot +13

Languages Giant

AC 22, touch 15, flat-footed 16

hp 49 (6 HD); **DR** 5/magic, negative energy heals, Improved Toughness

Immune ability damage (Strength, Dexterity, Constitution), ability drain, critical hits, death effects, death from massive damage, disease, effects requiring Fortitude saves (unless harmless or effective against objects), energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning

Resist cold 5, fire 5; **SR** 11; +2 turn resistance

Fort +5, **Ref** +8, **Will** +6

Speed 40 ft. (8 squares)

Melee bite +11 (1d8+8 plus ghoul fever and paralysis) or

Melee bite +11 (1d8+8 plus ghoul fever and paralysis) and

Melee 2 claws +9 (1d6+4 plus paralysis)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +16

Atk Options ghoul fever (DC 12), paralysis, rend 2d6+12, smite good (+6 damage)

Abilities Str 27, Dex 22, Con --, Int 10, Wis 14, Cha 9

SQ diet dependent, swarm form, undead traits

Feats Alertness, Improved Toughness, Iron Will, MultiattackB

Skills Hide +2, Jump +17, Listen +13, Spot +13

Possessions *boots of striding and springing*, 100 gp

Hook "Bring it on, meatbag!"

Damage Reduction: Chuladoal's natural weapons are considered magic for the purpose of bypassing damage reduction.

Diet Dependent (Ex): Chuladoal must consume flesh at least once per month to remain mobile and retain his special abilities.

Ghoul Fever (Su): Disease -- bite, Fort DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An afflicted humanoid that dies of ghoul fever rises as a normal ghoul at the next midnight unless it has 4 or more HD, in which case it rises as a ghast instead.

Paralysis (Ex): Any creature hit by one of Chuladoal's natural attacks must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

Rend (Ex): If Chuladoal hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Smite Good (Su): Once per day, Chuladoal can make a normal melee attack to deal an additional +6 points of damage against a good foe.

Swarm Form (Su): Chuladoal can assume the form of a swarm of undead flies at will. Changing form heals Chuladoal of 6 points of damage. All items are absorbed into the swarm form and provide no benefit. Changing shape is a supernatural ability, but remaining in a swarm form is not.

Undead Traits: Chuladoal is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised, and resurrection works only if he is willing.

Male Fiendish Gravetouched Ghoul Swarm-Shifter Troll (Swarm Form)

CE Fine undead (augmented giant, extraplanar, shapechanger, swarm)

Init +11; **Senses** darkvision 90 ft., low-light vision, scent; Listen +13, Spot +13

Languages Giant (cannot speak)

AC 31, touch 29, flat-footed 20

hp 49 (6 HD); DR 5/magic, negative energy heals, Improved Toughness

Immune ability damage (Strength, Dexterity, Constitution), ability drain, critical hits, death effects, death from massive damage, disease, effects requiring Fortitude saves (unless harmless or effective against objects), energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning, weapon damage

Resist cold 5, fire 5; SR 11; +2 turn resistance

Fort +5, **Ref** +13, **Will** +6

Speed fly 40 ft. (8 squares, perfect)

Melee swarm 2d6 plus disease

Space 10 ft.; **Reach** 0 ft.

Base Atk +4; **Grp** --

Special Actions distraction

Abilities Str 9, Dex 32, Con --, Int 10, Wis 14, Cha 9

SQ diet dependent, hive mind, undead traits

Feats Alertness, Improved Toughness, Iron Will, MultiattackB (can't be used)

Skills Hide +27, Listen +13, Spot +13

Hook "Bzzzz."

Damage Reduction: Chuladoal's swarm attack is considered magic for the purpose of bypassing damage

reduction.

Diet Dependent (Ex): Chuladoal must consume flesh at least once per month to remain mobile and retain his special abilities.

Distraction (Ex): Any living creature that begins its turn with Chuladoal's swarm form in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Disease (Ex): Red Ache -- swarm attack, Fort DC 12, incubation 1d3 days, damage 1d8 Dex.

Hive Mind (Ex): In swarm form, Chuladoal is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of effects that specifically command, control, rebuke, or destroy undead.

Swarm Form (Su): Chuladoal can assume the form of a swarm of undead flies at will. Changing form heals Chuladoal of 6 points of damage. All items are absorbed into the swarm form and provide no benefit. Changing shape is a supernatural ability, but remaining in a swarm form is not, and Chuladoal does not revert to his normal form in an *antimagic field*. *True seeing* and similar magic reveals both forms.

While in swarm form, Chuladoal takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. In swarm form, Chuladoal cannot be flanked, tripped, grappled, or bull rushed, and he cannot grapple an opponent. He does not threaten creatures in his square, and he cannot make attacks of opportunity with his swarm attack. When the swarm would normally be dispersed, it reverts to Chuladoal's normal form and is destroyed.

Turn Resistance (Ex): Chuladoal is treated as an 8-HD undead for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: Chuladoal is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised or reincarnated, and resurrection turns him back into a fiendish troll.

Chuladoal (12th Level)

In this version, Chuladoal is immune to fire, so his only vulnerabilities are acid and turning -- and he has partial defenses against both of these attacks. His resistance to cold helps to counteract the vulnerability to cold that he acquires with the fire subtype. His breath weapon adds immensely to his offensive capability.

Chuladoal CR 11

Male Fiendish Four-Headed Gravetouched Ghoul Swarm-Shifter Pyro-Troll
CE Large undead (augmented giant, extraplanar, fire, shapechanger)

Init +10; **Senses** darkvision 90 ft., low-light vision, scent; Listen +25, Spot +25

Languages Giant

AC 28, touch 18, flat-footed 22

hp 94 (12 HD); DR 10/magic, negative energy heals, Improved Toughness

Immune ability damage (Strength, Dexterity, Constitution), ability drain, critical hits, death effects, death from massive damage, disease, effects requiring Fortitude saves (unless harmless or effective against objects), energy drain, exhaustion, fatigue, fire, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning

Resist acid 5, cold 10, fire 10; SR 17; +2 turn resistance

Fort +8, **Ref** +10, **Will** +8

Weakness vulnerability to cold (+50% damage from cold)

Speed 40 ft. (8 squares)

Melee bite +16 (1d8+8 plus ghoul fever and paralysis) or

Melee 4 bites +16 (1d8+8 plus ghoul fever and paralysis) and

Melee 2 claws +16 (1d6+4 plus paralysis)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +21

Atk Options ghoul fever (DC 15), paralysis, rend 2d6+12, smite good (+12 damage)

Special Actions breath weapon (fire, 3d6)

Abilities Str 27, Dex 22, Con --, Int 10, Wis 14, Cha 9

SQ diet dependent, multiheaded, swarm form, undead traits

Feats Alertness, Combat ReflexesB, Final Strike, Improved InitiativeB, Improved MultiattackB, Improved Toughness, Iron Will, MultiattackB, Resistance to Energy (acid)

Skills Hide +7, Jump +17, Listen +25, Search +6, Spot +25

Possessions*boots of striding and springing, ring of protection +3, cloak of elvenkind, bag of tricks (gray).*

Hook "Four heads are better than one."

Breath Weapon (Su): Every 1d4 rounds, each of Chuladoal's heads can breathe a jet of fire 10 feet high, 10 feet wide, and 20 feet long that deals 3d6 points of fire damage (Reflex DC 13 for half damage).

Damage Reduction: Chuladoal's natural weapons are considered magic for the purpose of bypassing damage reduction.

Diet Dependent (Ex): Chuladoal must consume flesh at least once per month to remain mobile and retain his special abilities.

Ghoul Fever (Su): Disease -- bite, Fort save DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An afflicted humanoid that dies of ghoul fever rises as a normal ghoul at the next midnight unless it has 4 or more HD, in which case it rises as a ghast instead.

Multiheaded (Ex): Cutting off one of Chuladoal's four heads does not kill him; all heads must be severed to kill him. He functions normally as long as at least one head remains, and severed heads do not regrow naturally.

Paralysis (Ex): Any creature hit by one of Chuladoal's natural attacks must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

Rend (Ex): If Chuladoal hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This

attack automatically deals an additional 2d6+12 points of damage.

Smite Good (Su): Once per day, Chuladoal can make a normal melee attack to deal an additional +12 points of damage against a good foe.

Swarm Form (Su): Chuladoal can assume the form of a swarm of undead flies at will. Changing form heals Chuladoal of 12 points of damage. All items are absorbed into the swarm form and provide no benefit. Changing shape is a supernatural ability, but remaining in a swarm form is not.

Turn Resistance (Ex): Chuladoal is treated as a 14-HD undead for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: Chuladoal is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised, and resurrection works only if he is willing.

Vulnerability to Cold (Ex): Chuladoal takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or whether the save is a success or failure.

Male Fiendish Gravetouched Ghoul Swarm-Shifter Troll (Swarm Form)

CE Fine undead (augmented giant, extraplanar, fire, shapechanger, swarm)

Init +15; **Senses** darkvision 90 ft., low-light vision, scent; Listen +25, Spot +25

Languages Giant (cannot speak)

AC 31, touch 29, flat-footed 20

hp 94 (12 HD); DR 10/magic negative energy heals, Improved Toughness

Immune ability damage (Strength, Dexterity, Constitution), ability drain, critical hits, death effects, death from massive damage, disease, effects requiring Fortitude saves (unless harmless or effective against objects), energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning, weapon damage

Resist acid 5, cold 10, fire 10; SR 17; +2 turn resistance

Fort +8, **Ref** +15, **Will** +8

Speed fly 40 ft. (8 squares, perfect)

Melee swarm 3d6 plus disease

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** --

Special Actions distraction

Abilities Str 9, Dex 32, Con --, Int 10, Wis 14, Cha 9

SQ diet dependent, hive mind, undead traits

Feats Alertness, Combat ReflexesB (can't use), MultiattackB (can't use), Final Strike, Improved InitiativeB, Improved MultiattackB (can't use), Improved Toughness, Iron Will, Resistance to Energy (acid)

Skills Hide +32, Listen +25, Spot +25

Hook "Bzzzz."

Damage Reduction: Chuladoal's natural weapons are considered magic for the purpose of bypassing damage reduction.

Diet Dependent (Ex): Chuladoal must consume flesh at least once per month to remain mobile and retain his special abilities.

Distraction (Ex): Any living creature that begins its turn with Chuladoal's swarm form in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Disease (Ex): Red Ache -- swarm attack, Fort DC 15, incubation 1d3 days, damage 1d8 Dex.

Hive Mind (Ex): In swarm form, Chuladoal is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of effects that specifically command, control, rebuke, or destroy undead.

Swarm Form (Su): Chuladoal can assume the form of a swarm of undead flies at will. Changing form heals Chuladoal of 12 points of damage. All items are absorbed into the swarm form and provide no benefit. Changing shape is a supernatural ability, but remaining in a swarm form is not, and Chuladoal does not revert to his normal form in an *antimagic field*. *True seeing* and similar magic reveals both forms.

While in swarm form, Chuladoal takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. In swarm form, Chuladoal cannot be flanked, tripped, grappled, or bull rushed, and he cannot grapple an opponent. He does not threaten creatures in his square, and he cannot make attacks of opportunity with his swarm attack. When the swarm would normally be dispersed, it reverts to Chuladoal's normal form and is destroyed.

Turn Resistance (Ex): Chuladoal is treated as a 14-HD undead for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: Chuladoal is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised, and resurrection works only if he is willing.

Vulnerability to Cold (Ex): Chuladoal takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or whether the save is a success or failure.

Chuladoal (16th Level)

This version adds barbarian levels to Chuladoal's already prodigious power. These grant him extra offensive capability via rage, plus trap sense and the power to move faster overland.

Chuladoal (Raging) CR 15

Male Fiendish Four-Headed Gravetouched Ghoul Swarm-Shifter Pyro-Troll Barbarian 4
 CE Large undead (augmented giant, extraplanar, fire, shapechanger)

Init +10; **Senses** darkvision 90 ft., low-light vision, scent; Listen +25, Spot +25

Languages Giant

AC 27, touch 17, flat-footed 27; uncanny dodge

hp 124 (16 HD); DR 10/magic, negative energy heals, Improved Toughness

Immune ability damage (Strength, Dexterity, Constitution), ability drain, critical hits, death effects, death from massive damage, disease, effects requiring Fortitude saves (unless harmless or effective against objects), energy drain, exhaustion, fatigue, fire, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning

Resist acid 5, cold 10, fire 10; SR 17; +6 turn resistance

Fort +12, **Ref** +11, **Will** +11

Weakness vulnerability to cold (+50% damage from cold)

Speed 50 ft. (10 squares)

Melee bite +25 (1d8+13 plus ghoul fever and paralysis) or

Melee 4 bites +25 (1d8+13 plus ghoul fever and paralysis) and

Melee 2 claws +25 (1d6+6 plus paralysis)

Space 10 ft.; **Reach** 10 ft.

BaseAtk +13; **Grp** +30

Atk Options ghoul fever (DC 16), paralysis, rage 2/day, rend 2d6+19, smite good (+16 damage)

Special Actions breath weapon (fire, 3d6)

Abilities Str 37, Dex 22, Con --, Int 10, Wis 14, Cha 10

SQ diet dependant, illiteracy, multiheaded, swarm form, trap sense +1, undead traits

Feats Alertness, Combat ReflexesB, Final Strike, Improved InitiativeB, Improved MultiattackB, Improved Toughness, Improved Turn Resistance, Iron Will, MultiattackB, Resistance to Energy (acid)

Skills Hide +7, Intimidate +16, Jump +26, Listen +25, Search +6, Spot +25

Possessions *boots of striding and springing*, *ring of protection +4*, *belt of giant strength +6*, *cloak of elvenkind*, *bag of tricks* (gray).

Hook "Give it up now. You can't do anything to me."

When not raging, Chuladoal has the following changed statistics:

AC 29, touch 19, flat-footed 29; uncanny dodge

Will +9

Melee bite +23 (1d8+11 plus ghoul fever and paralysis) or

Melee 4 bites +23 (1d8+11 plus ghoul fever and paralysis) and

Melee 2 claws +23 (1d6+5 plus paralysis)

Grp +28

Atk Options ghoul fever (DC 16), paralysis, rage 2/day, 3 rounds each, rend 2d6+16, smite good (+16 damage)

Abilities Str 33

Skills Jump +24

Breath Weapon (Su): Every 1d4 rounds, each of Chuladoal's heads can breathe a jet of fire 10 feet high, 10 feet wide, and 20 feet long that deals 3d6 points of fire damage (Reflex DC 13 for half damage).

Damage Reduction: Chuladoal's natural weapons are considered magic for the purpose of bypassing damage reduction.

Diet Dependent (Ex): Chuladoal must consume flesh at least once per month to remain mobile and retain his special abilities.

Ghoul Fever (Su): Disease -- bite, Fort save DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An afflicted humanoid that dies of ghoulish fever rises as a normal ghoul at the next midnight unless it has 4 or more HD, in which case it rises as a ghast instead.

Multiheaded (Ex): Cutting off one of Chuladoal's four heads does not kill him; all heads must be severed to kill him. He functions normally as long as at least one head remains, and severed heads do not regrow naturally.

Paralysis (Ex): Any creature hit by one of Chuladoal's natural attacks must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

Rend (Ex): If Chuladoal hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+19 points of damage.

Smite Good (Su): Once per day, Chuladoal can make a normal melee attack to deal an additional +16 points of damage against a good foe.

Swarm Form (Su): Chuladoal can assume the form of a swarm of undead flies at will. Changing form heals Chuladoal of 16 points of damage. All items are absorbed into the swarm form and provide no benefit. Changing shape is a supernatural ability, but remaining in a swarm form is not.

Trap Sense (Ex): Chuladoal gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Turn Resistance (Ex): Chuladoal is treated as a 22-HD undead for the purpose of turn, rebuke, command, or bolster attempts.

Uncanny Dodge (Ex): Chuladoal retains his Dexterity bonus to Armor Class even when flat-footed or attacked by an invisible attacker.

Undead Traits: Chuladoal is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised, and resurrection works only if he is willing.

Vulnerability to Cold (Ex): Chuladoal takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or whether the save is a success or failure.

Male Fiendish Gravetouched Ghoul Swarm-Shifter Troll (Swarm Form)

CE Fine undead (augmented giant, extraplanar, fire, shapechanger, swarm)

Init +15; **Senses** darkvision 90 ft., low-light vision, scent; Listen +25, Spot +25

Languages Giant (cannot speak)

AC 39, touch 29, flat-footed 39

hp 94 (12 HD); DR 10/magic, negative energy heals, Improved Toughness

Immune ability damage (Strength, Dexterity, Constitution), ability drain, critical hits, death effects, death from massive damage, disease, effects requiring Fortitude saves (unless harmless or effective against objects), energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning, weapon damage

Resist acid 5, cold 10, fire 10; SR 17; +6 turn resistance

Fort +12, **Ref** +16, **Will** +9

Speed fly 40 ft. (8 squares, perfect)

Melee swarm 3d6 plus disease

Space 10 ft.; **Reach** 0 ft.

Base Atk +13; **Grp** --

Special Actions distraction

Abilities Str 9, Dex 32, Con --, Int 10, Wis 14, Cha 10

SQ diet dependent, hive mind, undead traits

Feats Alertness, Combat ReflexesB, (can't use), MultiattackB (can't use), Final Strike, Improved InitiativeB, Improved MultiattackB (can't use), Improved Toughness, Improved Turn Resistance, Iron Will, Resistance to Energy (acid)

Skills Hide +32, Intimidate +16, Listen +25, Search +6, Spot +25

Hook "Bzzzz."

Damage Reduction: Chuladoal's natural weapons are considered magic for the purpose of bypassing damage reduction.

Diet Dependent (Ex): Chuladoal must consume flesh at least once per month to remain mobile and retain his special abilities.

Distraction (Ex): Any living creature that begins its turn with Chuladoal's swarm form in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Disease (Ex): Red Ache -- swarm attack, Fort DC 18, incubation 1d3 days, damage 1d8 Dex.

Hive Mind (Ex): In swarm form, Chuladoal is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of effects that specifically command, control, rebuke, or destroy undead.

Swarm Form (Su): Chuladoal can assume the form of a swarm of undead flies at will. Changing form heals Chuladoal of 6 points of damage. All items are absorbed into the swarm form and provide no benefit. Changing shape is a supernatural ability, but remaining in a swarm form is not, and Chuladoal does not revert to his normal form in an *antimagic field*. *True seeing* and similar magic reveals both forms.

While in swarm form, Chuladoal takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. In swarm form, Chuladoal cannot be flanked, tripped, grappled, or bull rushed, and he cannot grapple an opponent. He does not threaten creatures in his square, and he cannot make attacks of opportunity with his swarm attack. When the swarm would normally be dispersed, it

reverts to Chuladoal's normal form and is destroyed.

Turn Resistance (Ex): Chuladoal is treated as a 22-HD undead for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: Chuladoal is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised, and resurrection works only if he is willing.

Vulnerability to Cold (Ex): Chuladoal takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or whether the save is a success or failure.

Additional Feats

The following feats are from books other than the *Player's Handbook* and the *Monster Manual*.

Final Strike (from *Savage Species*, Fire Type Only): When you are killed, your body explodes in a final strike -- a blast of fiery destruction. Everything within 60 feet is subject to the effect. Your final strike deals 1d6 points of fire damage per Hit Die, up to a maximum of 20d6. Each creature in the area may make a Reflex save (DC 10 + 1/2 your Hit Dice + your Con modifier) to halve the damage dealt. The blast also has a secondary effect -- a light blast that deals 1d6 points of damage per 2 HD you possess (Reflex save for half, same DC as the save against the primary damage). A final strike renders your corpse unsuitable for *raise dead* or *resurrection* spells. Only *true resurrection*, *miracle*, or *wish* can restore life.

Improved Multiattack (from *Savage Species*): The usual -5 penalty for secondary attacks does not apply to your secondary attacks with natural weapons. The damage bonus for such attacks is still only 1/2 your Strength bonus, if any.

Improved Toughness (from *Complete Warrior*): You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (for example, by gaining a level), you gain 1 additional hit point. If you lose a HD (for example, by losing a level), you lose 1 hit point permanently.

Improved Turn Resistance (from *Libris Mortis*): You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, *Player's Handbook*, page 159). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. This effects of this ability stack with those of innate turn resistance.

Resistance to Energy (from *Masters of the Wild*): Choose an energy form. You gain resistance against that type of energy. For example, if you choose fire, you ignore the first 5 points of fire damage you take each round, regardless of whether that damage stems from a mundane or a magical source.

You can take this feat multiple times. If you choose the same energy form two or more times, the effects stack.

This resistance does not stack with that provided by any spell or magic item.

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts, and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the **RPGA** Network for almost seven years, overseeing the creation of the *Living Greyhawk* and *Living Force* campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he is still involved in writing, organizing conventions, and playing. He also models proteins for the Biochemistry Department of the University of Nevada, Reno, and spends as much time as possible with his wife and many pets. He expects to enlarge his family by one before the end of the year.

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